



Prop Modellers' Rates 2021

This document outlines the democratically agreed rates for those working as modellers in the Props or Prop Making Department on productions within the UK.

For the purposes of the ratecard the term modellers may refer to painters, mould makers, sculptors, pattern makers, technicians and various other roles involved in the manufacturing of props.

This guidance should be used to negotiate rates of pay.

Before interpreting the rate guidance, please take some time to read the FAQs below.

Why are there two numbers?

For each production and grade there are two numbers (e.g. £750 / **£1250**).
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The first number is the **minimum daily rate** – this is the rate which our members should under no circumstances accept less than. Should a production insist on rates less than this number they should be urgently reported to the Props committee or a Bectu official.

The second number in **bold** is the **standard daily rate** – this is the rate which members should be regularly achieving. Before accepting a job, each member should insist on a sum equivalent or higher to the standard rate. Negotiations between members and productions/prop masters

should always seek to go *beyond* the standard rate.

What are the different types of working days?

For **film crew**, the working day may comprise any of the following (each of which should be paid as an 11hr day):

- a) **Standard working day (SWD)** – where the shooting day comprises 11 hours worked with 1 hour for lunch;
- b) **Continuous working day (CWD)** - where the shooting day runs for 10 working hours without a break for lunch
- c) **Semi-Continuous Working Day (SCWD)** – where the shooting day runs for 10.5

working hours with a 30-minute break for lunch.

For **TV crew**, the working day may comprise of the following:

- a) **Standard Working Day (SWD)**. e.g. 10 shooting hours with one-hour unpaid meal break, for example 8am-7pm (to be paid at 10hrs). Or, 11 shooting hours with one-hour unpaid meal break, for example 8am-8pm (to be paid at 11hrs).
- b) **Continuous Working Day (CWD)**. Nine shooting hours without a formal break, for example 8am-5pm (to be paid at 10hrs). Or, 10 shooting hours without a formal break, for example 8am-6pm (to be paid at 11hrs).

How do I calculate my overtime?

For **film crew**, overtime is calculated at 1.5x your hourly rate (your contractual weekly rate divided by 55). This is payable in 30 minutes' increments and subject always to the maximum overtime rate (£81.82 per hour). You should charge overtime for every half hour you work in excess of your working day (see above for the different types of working days).

For **TV crew**, overtime is calculated as the greater of £35 per hour or 1.5x your hourly rate, subject to a cap of £45 per hour. Overtime accrues in 30 minute increments for the first hour each day, thereafter overtime will be payable on an hourly basis.

Job title	Rate
Junior Modeller	£750 / £850
Mid Prop Modeller	£950 / £1250
Prop Modeller	£1350 / £1500
Senior Prop Modeller	£1600 / £1700
Supervisor	£1750 / £1850
HOD	Negotiable

The majority of productions you will be engaged to work on are covered by the two Bectu/PACT agreements. To read these in full, please visit www.bectu.org.uk/get-involved/agreements-grading-schemes. If you have any questions or concerns about the rate guidance, please send an email to tdebrou@bectu.org.uk.

Band Descriptions

Head of Prop Making Department

Head of the prop making department. First point of contact with Production and other departments. Assigns tasks, manages budgets and schedules. Sets up the workshop and provides machinery. Responsible for the overall safety and welfare of the department.

Supervising Prop Modeller

On a larger budget production they will assist the HOD in the management of the department. They may be in charge of a particular section, eg 'hand props' or 'set dec'.

On a smaller scale production, without a separate prop making department, they may be overseeing the prop making side on behalf of the Prop Master.

Responsible for the day to day running of the workshop and work flow, workshop maintenance, monitoring and stock consumables. Ensure the workshop and crew are operating in line with safety protocols outlined by the HOD and Production.

Senior Prop Modeller

An individual with a high level of experience within multiple disciplines within the prop making industry. May lead teams or be in charge of particular sets and have a higher level of input into the manufacture processes of a particular prop or project. May also have responsibility for workshop maintenance, monitoring and ordering consumables, and general safety.

Prop Modeller

An individual with experience within the prop making industry whom can work individually or as part of a team with limited supervision. They will have a wide breadth of knowledge of

processes and materials. May lead small teams to produce individual props.

Mid Prop Modeller

An individual with a good grounding of materials and processes within the prop making industry. Doesn't require direct supervision but may still require guidance with more involved or complex projects.

Junior Prop Modeller

An individual who may have a few years of experience or be directly arriving into the industry having gained a relevant qualification. Some knowledge of the processes and materials but requires regular guidance and supervision.

Trainee Prop Modeller

New entrant to the industry with no relevant previous experience or qualification.

Coordinator/Props Buyer

Responsible for day-to-day admin and operation of the Prop Making Department including sourcing and purchasing of materials, liaising with suppliers and outside contractors, time sheets and department payroll issues, budget tracking and management. Direct point of contact for external departments and production as well as supervising members of crew such as the department runner.

Props Painter

Responsible for the final finish of a prop. Needs a good and firm knowledge of different materials and effects to ensure the final product is fit for its designed purpose. Will also need to liaise with other paint departments to ensure matching finishes.